

Armor Class 14 (natural)
Hit Points 36 (8d6+8)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
11	17	13	10	13	6
(+0)	(+3)	(+1)	(+0)	(+1)	(-2)

Saving Throws Dex+3, Con+3, Wis+3
Skills Stealth+5
Damage Resistances acid
Condition Immunities charmed
Senses Darkvision 60 Ft., Tremorsense 60 Ft., passive Perception 11
Languages —
Challenge 1 (200 XP)
Proficiency Bonus +2

Leap attack
If the Hatchling moves at least 20 feet straight toward a creature and then hits it with a bite attack on the same turn, that target is grappled (escape DC 13). Until this grapple ends, the hatchling can bite only the grappled creature and has advantage on attack rolls to do so.

Regeneration.
The hatchling regains 5 hit points at the start of its turn. If the hatchling takes radiant or fire damage, this trait doesn't function at the start of its next turn. The hatchling dies only if it starts its turn with 0 hit points and doesn't regenerate.

Spider Climb.
The hatchling can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Bite.
Melee Weapon Attack: +5, Reach 5 ft., one target
Hit: 5 (1d4+ 3) piercing damage plus 2 (1d4) acid damage

Sticky Slime Spray (Recharge 6).
The hatchling spits slime in a line that is 30 ft. long and 5 ft. wide, Each creature in that line must make a DC 13 Strength saving throw or be restrained. Restrained targets can repeat the saving throw at the end of their turn.

BONUS ACTIONS

Elusive.
The hatchling can dash, disengage or hide as a bonus action.